

# Kudzilla

Huge plant (kudzu)

**Move** 15 ft. • **Initiative** 2d

**Dodge** 4d • **Armor** -

**Fatigue / Wounds** 26 / 32

<b>Hopeless (-2d):</b>	Artistry, Tech
<b>Weak (-1d):</b>	Stealth
<b>Competent (+1d):</b>	Survival
<b>Good (+2d):</b>	Athletics
<b>Amazing (+3d):</b>	Unarmed Combat
<b>Incredible (+4d):</b>	Brawn, Constitution

**Mutations:** Energy Metamorphosis—All (3d), Heightened Physical Trait—Brawn (2d) & Constitution (2d), Kinetic Absorption (2d), Thorns (1d), Vines (\*)

**Qualities:** Ambidextrous (1d)

## Attacks

**Electric Bolt:** 4d attack, +3F electricity.

**Unarmed** (all targets within range): Vines (+1W, grapple).

## Description

Kudzillas are rarely seen—so rarely, some speculate that only one can exist at a time. In form, they resemble an immense (50 foot tall) column of writhing vines, bifurcated at the middle, so it seems to have two legs. It moves by walking, and each step sends out a vast circle of seeking, grasping tendrils of green. These ensnare any creature they touch, and the hapless victims are then carried into the central body of the kudzilla to be digested.

They are seemingly oblivious to most other forms of life, as they shake off many forms of damage. A kudzilla is eternally hungry, and if the amount of food they can absorb casually is insufficient, they will pursue potential meals directly. Nothing smaller than Medium size will get their direct attention, unless it somehow inflicts significant damage on the plant. Smaller forms of life are simply picked up by the endlessly writhing spread of roots and tendrils at the base.

After consuming enough food, a kudzilla will sleep. Sometimes, this can be a period of somnolence lasting weeks, months, or longer. The massive structure of thorny vines can seem a safe haven for smaller species, and, on occasion, entire communities will take up shelter in the sleeping plant. When the kudzilla awakens, as it inevitably will, its first meal is made of those who chose to dwell within it.

Should a kudzilla be destroyed, any vines left unburned will eventually take root and begin to grow. A month or two after the menace is destroyed, it may arise anew.

## Variations

Some kudzilla grow explosive fruit (a variant of the Cones mutation) that they can fling at opponents, pulverizing them into easily-digested sludge.

Others have learned to channel their photosynthetic energy into an offensive blast (hands of power inflicting fire damage). This doesn't leave much to eat, though, so it's used only on those rare occasions when a kudzilla feels threatened.

Due to very superficial similarities, some speculate the kudzilla is related to the grabber.

## Tactics

Primarily, the kudzilla attacks with the sea of spreading vines that it walks upon. Anything entering them is entangled, gouged with thorns, and then dragged into the central mass. It will focus on any source of pain if it has to make a decision, directing five of its vines against a single target and leaving other creatures alone until the current enemy is defeated. It will also rip apart any creature unlucky enough to enter its primary eating orifice.

